AMIGA CD³²™

DOUBLE GAME DISK!

OVERKILL
&
LUNAR-C

Manual in English
Manuel en Français
Handbuch auf Deutsch
Manuale in Italiano

MINDSCAPE

DOUBLE GAME DISK!

AMIGA CD³² ™

OVERKILL

OVERKILL

LUNAR-C

OVERKILL

2690 AD. An intense war rages within the Centuri Solar System, with total genocide imminent for both warring factions. You as Captain of the "Nu-Corps", the most feared and elite fighter corps in the federation star system, must lead the attempt to drive a wedge between the two warring factions, until the larger fleets can arrive and stabilise the region.

LUNAR-C

The alien ship slid through space, dark and silent, designed for destruction - and it was good at its job. The world, in peril, needed a hero. It found you. Stuck in a flying saucer and about to attack a dreadnought which would probably take more damage from air turbulence than it would from you, the future begins to look very bright. Very hot. Very painful. And very, very short.

OVERKILL

2690 ap J.-C. Une guerre intense fait rage dans le système solaire de Century et un génocide totale imminent menace les camps opposés. C'est à vous, le commandante du Nu-Corps, le corps de chasseurs d'élite, le plus redoutable du système stellaire de la Fédération, qu'il appartient de mener l'initiative pour retenir ces deux ennemis jurés en attendant l'arrivée de plus grands escadrons pour stabiliser la région.

LUNAR-C

Le vaisseau ennemi glisse dans l'espace, sombre et silencieux, voué à la destruction - et c'est ce qu'il fait le mieux. Le monde en péril a besoin d'un héros. Et c'est vers vous que se tourne l'attention. Bloqué dans votre soucoupe volante, sur le point de vous lancer à l'attaque d'un cuirassé qu'une turbulence aérienne inquiéterait probablement bien plus que vous, l'avenir commence à briller d'un vif éclat. D'une chaleur très intense. Très douloureux. Et surtout, très, très court.

OVERKILL

2690 n. Chr. Im Centuri-Sonnensystem tobt ein blutiger Krieg: Beide kriegsführenden Parteien stehen kurz vor der totalen Vernichtung. Du als Anführer des "Nu-Corps", leitest den Versuch, einen Keil zwischen die Kriegsparteien zu treiben, bis die größeren Einheiten eintreffen und die Region stabilisieren können.

LUNAR-C

Das Raumschiff der Außerirdischen – als Instrument der Zerstörung konstruiert – glitt dunkel und lautlos durch den Weltraum. Und es leistete tadellose Arbeit. Die Welt war in Gefahr und brauchte einen Helden. Und fand Dich. Eingeschlossen in einer fliegenden Untertasse und kurz vor derm Angriff auf ein Dreadnought, das von einer Luftturbulenz vermutlich mehr Schaden nehmen würde als von Deinem Angriff, hast Du eine rosige Zukunft vor Dir. Sehr heiß. Sehr schmerzhaft. Und sehr, sehr kurz.

OVERKILL

2.690 d.C. Un'intensa guerra imperversa nel sistema solare Centuri; un genocidio totale è imminente per ambedue le fazioni. Voi, nel ruolo del Capitano dei "Nu-Corps", i corpi di combattimento più temuti e sofisticati nel sistema di federazione stellare, dovrete cercare di creare un cuneo tra le due fazioni in guerra fino all'arrivo di flotte più grandi in grado di stabilizzare la regione.

LUNAR-C

La nave spaziale aliena scivolava nello spazio, nera e silenziosa, ideata per distruggere, compito in cui riusciva molto bene. Il mondo in pericolo aveva bisogno di un eroe e trovò voi. Imprigionato in un disco volante e prossimo ad attaccare un dreadnought, che subirebbe più danni da una turbolenza aerea che da un vostro attacco, il futuro comincia a farsi più roseo. Molto caldo, molto doloroso e molto, ma molto breve.

MINDSCAPE

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THQ

MINDSCAPE

GAME MANUAL

OVERKiLL

&

LUNAR-C

GETTING STARTED

Insert the Overkill / Lunar-C CD into the CD32 console as shown in the
Commodore instruction manual, and switch the console on. After a few
moments you will have a screen where you can choose which game you wish
to play.

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GAME CONTROLS

Direction control: Moves the player around the screen.

Pause / Resume button: Pauses and resumes the game.

Red button: Fire

Blue button: Selects shield (OVERKILL) / power-up (LUNAR-C)

TECHNICAL SUPPORT

Should you experience any technical problems with this game, such as it failing to operate, please contact our Technical Services Department.

Technical Services,
Mindscape International
P.O. Box 51, Burgess Hill,
West Sussex, England RH15 9PQ
Telephone: +44 (0) 444 239600 (09:30 to 16:30 Monday to Friday)
Fax: +44 (0) 444 248996

We regret that we cannot offer game hints and tips, as the service is provided for technical difficulties only.

OVERKILL

2690 AD. An intense war rages within the Centuri Solar System - A conflict that has persisted for over half a millennium between Alpha and Proxima.

With total genocide imminent for both warring factions, a decision has been made by the High Council of the Federation

You as Captain of the "Nu-Corps", the most feared and elite fighter corps in the federation star system, must lead the attempt to drive a wedge between the two warring factions, until the larger fleets can arrive and stabilise the region.

HAVE YOU GOT WHAT IT TAKES TO STOP THE OVERKILL?

Game Play:

Progress towards the centre of the solar system by eliminating all alien resistance on each planet. Your goal is the enemy's fortress planet, orbiting nearest the sun.

A number of Trilithium Crystals are scattered about above each planet. Aliens will launch drone aliens in an attempt to collect the crystals in order to transmute into even more dangerous aliens! However, help is at hand in the form of support troops capable of blowing up the crystals using deadly Helcium Mines. Once a crystal has been destroyed, the trooper will await your return in order

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to be restocked with a new mine. To do this, fly your spacecraft at the trooper as he leaps into the air. Once he has caught hold of your ship, simply return him to the ground - the nearer a Trilithium crystal, the better!

Controller:

The direction control moves the player around the screen, and the fire button will unleash a variety of laser beams at the enemy. As you destroy the aliens, look out for extra weapons which you can collect by flying into them. In addition, you have a limited amount of Antimatter Shield at your disposal. Press the Blue button to activate and de-activate the shield - with shield on, you will be completely invulnerable to alien attacks!

Once a planet has been cleared, you are presented with a map of the solar system. Use the direction control to guide the cursor to the next planet to conquer, and hit the fire button to warp to the selected planet.

You start the game with five (5) ships and a small amount of shield. An extra ship and extra shield are awarded every 25,000 points.

GOOD LUCK.

LUNAR·C

The alien ship slid through space, dark and silent. It was not graceful, or sleek. It was not designed to impress, or to land on planets in order to impart a

message of world peace. It was designed for destruction. And it was good at its job.

The world was in peril. It needed a hero. It needed a great leader. Instead, it found you. Too late, you realised that you were about to do something courageous, even heroic, and probably very suicidal... But there was no going back. Stuck in a flying saucer and about to attack a dreadnought which would probably take more damage from air turbulence than it would from you, the future begins to look very bright. Very hot. Very painful. And very, very short.

Gameplay:

Battle your way through the Sirian forces of evil, after destroying a wave of aliens, or one of the larger adversaries, a power-up token will appear. Collecting this will advance the weapon select gauge at the top of the screen to the next item. Press the Blue button to select the highlighted weapon;

Energy: Replenishes a small portion of your energy.

Speed: Increases speed and manoeuvrability of your craft.

Pulse: The low power weapon you begin with, can be boosted quickly and cheaply.

Sides: Side arm plasma cannons which fire above and below your craft.

Flame: Solar flare weapon, more powerful than pulse, reasonably priced.

Plasma: Burst of negative energy and the most powerful weapon when boosted to maximum level.

Aftarc: Powerful rear mounted arc weapon.

Laser: Particle beam weapon which cannot be absorbed by alien shields. If used correctly can wipe out entire waves with a minimum of shots.

Photon: Stellar weapon which homes in on an alien's signal.

Shield: Creates a field of negative tachyons around your craft, temporarily displacing you from this plane of reality. Yep, it's just a shield!

You enter the alien dreadnought through the hangar and must fly your way through their high security zone.

You must then negotiate your way through the coolant tanks of their reactor, and finally, battle your way through the energy ducts of the dreadnought in order to reach the reactor and destroy it completely.

Be warned! At the end of every level you must face the guardian of that zone; these huge death machines are programmed to hamper your progress by blowing you to pieces.

Controller:

The direction control alters the players direction of flight and the fire button will unleash your selected weapon on any alien foolish enough to engage you.

The energy bar at the top right of the screen displays your....wait for it....can you guess?....energy. Collision with most aliens will deplete your energy resources and contact with enormous aliens will kill you outright.

It's a tough universe.

EPILEPSY WARNING

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of conscious-ness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms — dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions — discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10—15 minutes per hour while playing video games.

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AMIGA CD³²

OVERKILL

CD ROM

2 GAME
DISK

MINDSCAPE

LUNAR-C

COMPACT
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